viewable at that given viewing position. This other visual image can be enlarged, reduced, inverted, reversed, flipped or otherwise distorted by the optical device or devices. In some instances, these visual images can be positioned as adjacent to one another. In such cases, control of both of these visual images can be coordinated to create at least one combined and coherent scene, character, icon or other image that spans at least a portion of both visual images.

[0015] Other detailed embodiments include provisions for different visual images from the same reversible display device to depict separate and unrelated gaming events being played simultaneously by different players. Such separate and unrelated gaming events can be controlled by the same MGC of a single gaming machine. In other detailed embodiments, these different visual images from the same reversible display device can depict the same gaming event. This can involve the same image being shown in multiple locations, or can involve differing visual representations of the same gaming event, such as in the case of a poker hand where the down cards for a given player can only be seen in the view attributed to that player.

[0016] According to still further detailed embodiments of the present invention, which can include some or all of the steps or features of one or more of the foregoing general or detailed embodiments, the disclosed systems and methods can include the provision of multiple LCD cells or similar core display components within a single reversible display device. In such instances where two LCD cells or similar core display components are used, these components can be positioned adjacent to one another such that light passing through both of them forms a combination image of the separate visual images displayed by each cell or similar component. The separate visual images can be displayed simultaneously from one surface to form a resulting combination image that appears to be three-dimensional. These visual images can be designed such that there is or is not any overlap in any image portions with respect to both visual images. More than two LCD cells or similar core display components can be used in a similar fashion for added depth and other effects.

[0017] In such embodiments where multiple LCD cells or other similar core display components are used, additional method steps can include communicating a third visual image to the added LCD cell or similar component, and displaying that third visual image from the first surface of the reversible display device during the first time interval while the first virtual curtain is open and the second virtual curtain is closed. The first and third visual images can be displayed simultaneously from the first surface of the reversible display device such that the third image overlaps at least a portion of the first image to form a combination image, which might then appear to be three-dimensional. Further steps can involve communicating a fourth visual image to the added LCD cell or similar core display component, as well as displaying that fourth visual image from the second surface of the reversible display device during the second time interval while the first virtual curtain is closed and the second virtual curtain is open. More steps can be added accordingly for more LCD cells or the like.

[0018] Other methods, features and advantages of the invention will be or will become apparent to one with skill in the art upon examination of the following figures and detailed description. It is intended that all such additional methods, features and advantages be included within this description, be within the scope of the invention, and be protected by the accompanying claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0019] The included drawings are for illustrative purposes and serve only to provide examples of possible structures and process steps for the disclosed inventive systems and methods for providing multiple visual images within a gaming machine or gaming system. These drawings in no way limit any changes in form and detail that may be made to the invention by one skilled in the art without departing from the spirit and scope of the invention.

[0020] **FIG. 1** illustrates in perspective view an exemplary gaming machine.

[0021] **FIG. 2A** illustrates in exploded and partially cutaway perspective view an exemplary reversible liquid crystal display device according to one embodiment of A the present invention.

[0022] **FIG. 2B** illustrates in widened side cross-sectional view the exemplary reversible liquid crystal display device of **FIG. 2A**.

[0023] **FIGS. 3A and 3B** illustrate perspective views of exemplary specialized gaming machines according to various embodiments of the present invention.

[0024] **FIGS. 4 and 5** illustrate partial cutaway side cross-sectional views of exemplary arrangements for a reversible display device and associated optical devices within a specialized gaming machine such as that shown in **FIG. 3A** according to various embodiments of the present invention.

[0025] **FIG. 6** illustrates in partial cutaway side cross-sectional view an exemplary arrangement for a reversible display device and associated optical devices within a specialized gaming machine such as that shown in **FIG. 3B** according to one embodiment of the present invention.

[0026] **FIG. 7A** illustrates in perspective view yet another exemplary specialized gaming machine according to one embodiment of the present invention.

[0027] **FIG. 7B** illustrates in partial cutaway side cross-sectional view the exemplary specialized gaming machine of **FIG. 7A**.

[0028] **FIG. 8A** illustrates in exploded and partially cutaway perspective view an alternative exemplary reversible display device having two display cells according to one embodiment of the present invention.

[0029] **FIG. 8B** illustrates in widened side cross-sectional view the alternative exemplary reversible display device of **FIG. 8A**.

[0030] **FIG. 9** illustrates a block diagram of an exemplary network infrastructure for providing a gaming system having one or more exemplary specialized gaming machines according to one embodiment of the present invention.

[0031] **FIGS. 10 and 11** provide an extended flowchart of one exemplary method of displaying multiple visual images from a single source at a specialized gaming machine according to one embodiment of the present invention.